

ABSTRACT

A gaming system includes a control unit. A plurality of gaming machines are linked to the control unit. An identifier is associated with one of each player and each gaming machine, the identifier providing an indication to the control unit whether or not the player wishes to participate in a cooperative gaming environment. The control unit monitors operation of the gaming machines in the cooperative gaming environment and, each time any one of a number of predetermined elements of the cooperative gaming environment changes, generating a milestone and using the milestone so that no one player in the cooperative gaming environment benefits at the expense of the other players participating in the cooperative gaming environment.